WHAT IS CLAIMED IS:

1. A method for loading content objects in a content store on a network, the method comprising steps of:

waiting for a triggering event;

determining if a first origin server is authorized to store content in the content store;

loading a first content object from the first origin server onto the content store without a request for the first content object;

determining if a second origin server is authorized to store content in the content store; and

loading a second content object from the second origin server onto the content store without a request for the second content object.

2. The method for loading content objects in the content store on the network as recited in claim 1, further comprising a step of determining the popularity of the content object.

3. The method for loading content objects in the content store on the network as recited in claim 1, wherein the performance of the loading steps are conditioned on the waiting step.

4. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises at least one of the following steps of waiting for:

upstream bandwidth between the first origin server and the content store to fall below a predetermined threshold; and

upstream bandwidth between the second origin server and the content store to fall below a predetermined threshold.

5. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth into the content store to fall below a predetermined threshold.

6. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for connection to the network.

7. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth utilization from a client computer to the content store to fall below a predetermined threshold.

8. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for a temporal event.

9. A method for loading content objects in a content store on a network, the method comprising steps of:

waiting for a triggering event;

determining the popularity of the content object;

loading a first content object from the first origin server onto the content store without a request for the first content object; and

loading a second content object from the second origin server onto the content store without a request for the second content object.

10. The method for loading content objects in the content store on the network as recited in claim 1, wherein the performance of the loading steps are conditioned on the waiting step.

11. The method for loading content objects in the content store on the network as recited in claim 1, further comprising steps of:

determining if a first origin server is authorized to store content in the content store; and

determining if a second origin server is authorized to store content in the content store.

12. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises at least one of the following steps of waiting for:

upstream bandwidth between the first origin server and the content store to fall below a predetermined threshold; and

upstream bandwidth between the second origin server and the content store to fall below a predetermined threshold.

13. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth into the content store to fall below a predetermined threshold.

14. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for connection to the network.

15. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth utilization from a client computer to the content store to fall below a predetermined threshold.

16. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for a temporal event.

17. A method for loading content objects in a content store on a network, the method comprising steps of:

waiting for a triggering event;

loading a first plurality of content objects from the first origin server onto the content store without a request for any of the first plurality of content objects; and

loading a second plurality of content objects from the second origin server onto the content store without a request for the second plurality of content objects, wherein the performance of the loading steps are conditioned on the waiting step.

18. The method for loading content objects in the content store on the network as recited in claim 1, further comprising a step of determining the popularity of the content object.

19. The method for loading content objects in the content store on the network as recited in claim 1, further comprising steps of:

determining if a first origin server is authorized to store content in the content store; and

determining if a second origin server is authorized to store content in the content store.

20. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises at least one of the following steps of waiting for:

upstream bandwidth between the first origin server and the content store to fall below a predetermined threshold; and

upstream bandwidth between the second origin server and the content store to fall below a predetermined threshold.

21. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth into the content store to fall below a predetermined threshold.

22. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for connection to the network.

23. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth utilization from a client computer to the content store to fall below a predetermined threshold.

24. The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for a temporal event.